

# Reducing Injuries in Masonry

April 2004



Workplace injuries are painful for the worker and costly to both the employer and the worker. The Department of Labor and Industries (L&I) is increasing outreach, consultations and compliance in the masonry industry in an effort to reduce the numbers and severity of injuries. These efforts will also help employers control claims costs.

#### Why masonry?

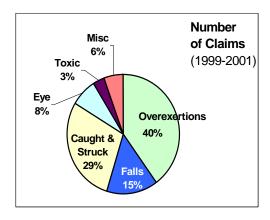
- Masons have more frequent and more expensive injuries than most major construction risk classes. The premium rate is \$3.29 for every hour worked.
- The injury rate for other construction risk classes is declining, but it isn't for masonry.
- Studies show that serious injuries decrease when L&I has had direct contact with an employer. Previously, L&I had less direct contact with masonry employers than with other industries.

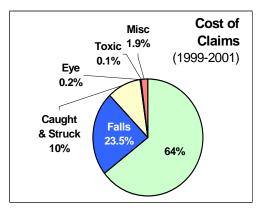
## What is L&I doing?

- Increasing contact with masonry employers, conducting more than 150 consultations and inspections since July 2003.
- Working with representatives from masonry employers, unions, apprenticeship programs and masonry material suppliers to develop more effective methods of preventing injuries and reducing claims costs.

## What types of injuries do masons sustain?

Overexertion injuries are the most frequent type of injury and result in the highest total claims costs. Falls are the second most costly type of injury, accounting for nearly a quarter of overall costs.





#### Do you need help?

L&I offers a variety of free services to help employers improve safety in their workplaces and meet the requirements of the Washington Industrial Safety and Health Act (WISHA). **These services include free onsite safety and health consultations.** At the employer's request, a consultant from L&I can visit the worksite, analyze the accident prevention program and help identify hazards.

To ask questions or request a consultation, call the nearest L&I office and ask for a WISHA consultation supervisor or call 1-800-423-7233 (4-BE-SAFE).